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Subject: Re: C&C\_Epocilation

Posted by [Titan1x77](#) on Wed, 25 Jul 2007 18:49:34 GMT

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Most of your problem I can help with....

Sounds for CY and Silo's should be working if you include ACK's strings.tdb...which can be found with any of his maps, i have a copy if you need it (include it in your zip, give credit to ACK)

just smooth out those cliffs so it isnt black at an angle.

2 silo's should work fine, I used a combination of scripts for CnC\_Last\_Stand.. Make sure you dont use a Refinery controller for 1 credit a second...as if the PP goes out, then the Silo is worthless....i forget what scripts i used, but i can find out for you if i can find my LE files on my desktop(on my laptop now)

Also make sure you setup the repair script with JFW\_repair\_zone...this will keep the mines from disappearing!

Emmitters can be larger and slower moving to help reduce FPS drop...the more it spits out and faster it goes away, the lower the frame rate will be...ex. 5 big puffs is better then 20 puffs in 10 seconds...I made some nice emmitters for Reborn which had lil to no impact on the frame rate....remember size doesnt matter a small emmitter takes up as much frames as a large one.

dont use a dummy object, set your emmitters up as objects (i think been awhile), but proxy them in ren-x and clients will be able to view them.

If your adding a rotating turret, please speed up the arty turret...I did this in my maps to balance the 2 long range untis out....or just make the MRLS a lil more, up to you.

Send me a PM if you'd like me to test the map...I'd love to run thru it...maybe spot any more errors i can help you with.

Looking good, havent seen a good map come out in a while.

for the harvy you can do what saduker suggested, or you can put pathfinding blockers right along the whole path, which will leave the harvy with no choice but to follow it.